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Relevance scale **1 Minimum area retiming with equivalent initial states**

Naresh Maheshwari, Sachin S. Sapatnekar

November 1997 **Proceedings of the 1997 IEEE/ACM international conference on Computer-aided design**Full text available:  [pdf\(105.24 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

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Traditional minimum area retiming algorithms attempt to achieve their prescribed objective with no regard to maintaining the initial state of the system. This issue is important for circuits such as controllers, and our work addresses this problem. The procedure described generates bounds on the retiming variables that guarantee an equivalent initial state after retiming. A number of possible sets of bounds can be derived, and each set is used to solve a minimum area retiming problem that is set ...

Keywords: Retiming, Sequential Circuits, VLSI, Design Automation, Timing Optimization, Area Optimization

2 Phoenix architecture

John Roder

June 1978 **ACM SIGDA Newsletter**, Volume 8 Issue 2Full text available:  [pdf\(472.15 KB\)](#) Additional Information: [full citation](#), [abstract](#)

Multiprogramming and multitasking programming concepts are familiar to most of us. In a multiprogrammed arrangement several "user programs" can share the use of a single computer in a time sharing mode. An executive program provides the time slices to the "user programs" by activating and deactivating them according to some schedule. When multitasking is added to this arrangement, a "user program" may have several incarnations and the executive provides time slices to the incarnations of the use ...

3 Bifurcated routing in computer networks

Wai Sum Lai

July 1985 **ACM SIGCOMM Computer Communication Review**, Volume 15 Issue 3Full text available:  [pdf\(1.25 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper presents a characterization and a survey of multiple path routing in computer networks. It also develops a routing protocol that achieves load sharing and combines the

strengths of both virtual circuit and datagram networks.

4 Distributed form management

Heikki Hämmänen, Eero Eloranta, Jari Alasuvanto

January 1990 **ACM Transactions on Information Systems (TOIS)**, Volume 8 Issue 1

Full text available:  pdf(2.24 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An open architecture for distributed form management is described. The model employs object-orientation in describing organizational units as well as individual users as entities with uniform external interfaces. Each entity is represented by an autonomous user agent which operates on local and migrating forms. The form concept encapsulates data, layout, and rules into a unified object which is the basic unit of presentation, processing, storage, and commun ...

5 The DIAMOND security policy for object-oriented databases

Linda M. Null, Johnny Wong

April 1992 **Proceedings of the 1992 ACM annual conference on Communications**

Full text available:  pdf(792.69 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A formal data model and integrated multilevel security policy for object-oriented database systems are presented in this paper. The security policy addresses mandatory as well as discretionary security controls. Classes derive security classification constraints from their instances and logical instances.

6 The grok project data structures and process communication

Peter Jensen

January 1973 **ACM SIGPLAN Notices , Proceeding of ACM SIGPLAN - SIGOPS interface meeting on Programming languages - operating systems**, Volume 8 Issue 9

Full text available:  pdf(386.93 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An overview of the structured data types proposed for the grok language is given. The proposal represents a uniform approach to arrays, records and procedures by regarding them as specialized occurrences of the same underlying structure. Structures are partitioned into three classes according to the number of references pointing to the structure at the same time, and we show how this may be utilised in synchronization of parallel processes. The well known producer-consumer example illustrate ...

7 Queueing Network Modeling of Computer Communication Networks

J. W. Wong

September 1978 **ACM Computing Surveys (CSUR)**, Volume 10 Issue 3

Full text available:  pdf(650.65 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

8 The design, implementation and evaluation of SMART: a scheduler for multimedia applications

Jason Nieh, Monica S. Lam

October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles**, Volume 31 Issue 5

Full text available:  pdf(2.48 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9 Class management for software communities

Simon Gibbs, Eduardo Casais, Oscar Nierstrasz, X. Pintado, Dennis Tsichritzis
September 1990 **Communications of the ACM**, Volume 33 Issue 9

Full text available:  pdf(2.01 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Object-oriented programming may engender an approach to software development characterized by the large-scale reuse of object classes. Large-scale reuse is the use of a class not just by its original developers, but by other developers who may be from other organizations, and may use the classes over a long period of time. Our hypothesis is that the successful dissemination and reuse of classes requires a well-organized community of developers who are ready to share ideas, methods, tools and ...

10 Simulation of dispatching algorithms in a multiprogramming environment

N. S. Losapio, William G. Bulgren
August 1972 **Proceedings of the ACM annual conference - Volume 2**

Full text available:  pdf(1.06 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

CPU scheduling or dispatching in computer systems is surveyed. In order to study and evaluate a dispatching algorithm, a simulation model of a dispatching algorithm for multiprogramming operating system has been devised and programmed. Essential elements which have been included are the job environment, the computer system environment, and the user environment. The model is patterned basically after GECOS III, on the H-600 line computer. Some results of the investigation are presented, such ...

Keywords: CPU scheduling, Computer system analysis, Multiprogramming, Simulation

11 Design components: toward software composition at the design level

Rudolf K. Keller, Reinhard Schauer
April 1998 **Proceedings of the 20th international conference on Software engineering**

Full text available:

 pdf(1.33 MB) 

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12 The new crop of Java virtual machines (panel)

Lars Bak, John Duimovich, Jesse Fang, Scott Meyer, David Ungar
October 1998 **ACM SIGPLAN Notices , Proceedings of the 13th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 33 Issue 10

Full text available:

 pdf(399.37 KB)

Additional Information: [full citation](#), [citations](#), [index terms](#)

13 What have we learnt from using real parallel machines to solve real problems?

G. C. Fox
January 1989 **Proceedings of the third conference on Hypercube concurrent computers and applications - Volume 2**

Full text available:  pdf(4.08 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We briefly review some key scientific and parallel processing issues in a selection of some 84 existing applications of parallel machines. We include the MIMD hypercube transputer array, BBN Butterfly, and the SIMD ICL DAP, Goodyear MPP and Connection Machine from Thinking Machines. We use a space-time analogy to classify problems and show how a

division into synchronous, loosely synchronous and asynchronous problems is helpful. This classifies problems into those suitable for SIMD or MIMD ...

14 An efficient implementation of SELF a dynamically-typed object-oriented language based on prototypes

C. Chambers, D. Ungar, E. Lee

September 1989 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 24 Issue 10

Full text available:  [pdf\(2.41 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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15 Navigation issues in hypertext: documenting complex hierarchies with HTML frames

Michael Priestley

October 1997 **Proceedings of the 15th annual international conference on Computer documentation**

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Relevance scale 

1 [Minimum area retiming with equivalent initial states](#) 

Naresh Maheshwari, Sachin S. Sapatnekar
November 1997 **Proceedings of the 1997 IEEE/ACM international conference on Computer-aided design**

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Keywords: Retiming, Sequential Circuits, VLSI, Design Automation, Timing Optimization, Area Optimization

2 [Java's insecure parallelism](#) 

Per Brinch Hansen
April 1999 **ACM SIGPLAN Notices**, Volume 34 Issue 4

Full text available:  [pdf \(432.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The author examines the synchronization features of Java and finds that they are insecure variants of his earliest ideas in parallel programming published in 1972-73. The claim that Java supports monitors is shown to be false. The author concludes that Java ignores the last twenty-five years of research in parallel programming languages.

Keywords: Java, monitors, parallel programming, programming languages, security

3 [The DIAMOND security policy for object-oriented databases](#) 

Linda M. Null, Johnny Wong
April 1992 **Proceedings of the 1992 ACM annual conference on Communications**

Full text available:  [pdf \(792.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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5 An evaluation of the real-time performances of SVR4.0 and SVR4.2

Sherali Zeadally

January 1997 **ACM SIGOPS Operating Systems Review**, Volume 31 Issue 1

Full text available:  pdf(583.94 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

UNIX is one of the most widely used operating systems on current workstations. However, UNIX was originally designed as a multitasking and time-sharing system with little concern for supporting real-time applications. Recent versions of UNIX have incorporated real-time features and the designers of these systems claim to provide better response times than the standard UNIX kernel. In order to assess the benefits of these new features and verify these claims, this paper compares the real-time per ...

6 DRAGOON: a tool for the Ada programmer

Stephen J. Goldsack, Colin Atkinson

December 1991 **Proceedings of the conference on TRI-Ada '91: today's accomplishments; tomorrow's expectations**

Full text available:  pdf(1.17 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

7 Bifurcated routing in computer networks

Wai Sum Lai

July 1985 **ACM SIGCOMM Computer Communication Review**, Volume 15 Issue 3

Full text available:  pdf(1.25 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

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8 Queueing Network Modeling of Computer Communication Networks

J. W. Wong

September 1978 **ACM Computing Surveys (CSUR)**, Volume 10 Issue 3

Full text available:  pdf(650.65 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9

Type-based race detection for Java

Cormac Flanagan, Stephen N. Freund

May 2000 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 2000 conference on Programming language design and implementation**, Volume 35 Issue 5

Full text available:  [pdf\(237.37 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents a static race detection analysis for multithreaded Java programs. Our analysis is based on a formal type system that is capable of capturing many common synchronization patterns. These patterns include classes with internal synchronization, classes that require client-side synchronization, and thread-local classes. Experience checking over 40,000 lines of Java code with the type system demonstrates that it is an effective approach for eliminating race conditions. On the ...

10 Connecting viewpoints by shared phenomena

Michael Jackson

October 1996 **Joint proceedings of the second international software architecture workshop (ISAW-2) and international workshop on multiple perspectives in software development (Viewpoints '96) on SIGSOFT '96 workshops**

Full text available:  [pdf\(583.21 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)



11 Link-sharing and resource management models for packet networks

Sally Floyd, Van Jacobson

August 1995 **IEEE/ACM Transactions on Networking (TON)**, Volume 3 Issue 4

Full text available:  [pdf\(2.51 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



12 Guarded methods vs. inheritance anomaly: inheritance anomaly solved by nested guarded method calls

Szabolcs Ferenczi

February 1995 **ACM SIGPLAN Notices**, Volume 30 Issue 2

Full text available:  [pdf\(913.98 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)



The term Inheritance Anomaly has been introduced into Object-Oriented Concurrent Programming (OOCP). It has also been shown how different kinds of synchronization mechanisms fall into one of the three anomalies. Guarded Methods are shown to be an inadequate tool to solve either History-only Sensitive Anomaly or Modification of Acceptable States. This paper argues that any of the anomalies can be solved by Guarded Methods when a suitable semantics is found for it. The main contribution of the paper ...

13 Release-to-release binary compatibility in SOM

Ira R. Forman, Michael H. Conner, Scott H. Danforth, Larry K. Raper

October 1995 **ACM SIGPLAN Notices , Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications**,

Volume 30 Issue 10

Full text available:  [pdf\(1.66 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



SOM (IBM's System Object Model) removes a major impediment to reuse in Object-Oriented Programming by facilitating the programming of release-to-release binary compatible class libraries. This is accomplished by supporting a large number of compatibility preserving transformations. Taken together these transformations compose a discipline for programming evolving class libraries.

14 Class management for software communities

Simon Gibbs, Eduardo Casais, Oscar Nierstrasz, X. Pintado, Dennis Tsichritzis
September 1990 **Communications of the ACM**, Volume 33 Issue 9

Full text available:  [pdf\(2.01 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Object-oriented programming may engender an approach to software development characterized by the large-scale reuse of object classes. Large-scale reuse is the use of a class not just by its original developers, but by other developers who may be from other organizations, and may use the classes over a long period of time. Our hypothesis is that the successful dissemination and reuse of classes requires a well-organized community of developers who are ready to share ideas, methods, tools and ...

15 The grok project data structures and process communication

Peter Jensen

January 1973 **ACM SIGPLAN Notices , Proceeding of ACM SIGPLAN - SIGOPS interface meeting on Programming languages - operating systems**, Volume 8 Issue 9

Full text available:  [pdf\(386.93 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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16 Simulation of dispatching algorithms in a multiprogramming environment

N. S. Losapio, William G. Bulgren

August 1972 **Proceedings of the ACM annual conference - Volume 2**

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Keywords: CPU scheduling, Computer system analysis, Multiprogramming, Simulation

17 Sustaining software interoperability via shared, evolving object repositories: system optimization and evaluation

Viviane M. Crestana, Amy J. Lee, Elke A. Rundensteiner

November 1996 **Proceedings of the 1996 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  [pdf\(215.43 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Powerful interoperability-enabling solutions for software application integration must allow applications to evolve and data requirements to change, while minimizing such changes on other integrated applications. Thus, we have developed the transparent schema evolution (TSE) system that accomplishes evolution by generating a new object-oriented view schema to capture the changes desired by the user, while preserving existing view schemas for old applications. This generation of a potentially lar ...

18

An efficient implementation of SELF a dynamically-typed object-oriented language

based on prototypes

C. Chambers, D. Ungar, E. Lee

September 1989 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 24 Issue 10

Full text available:  pdf(2.41 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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19 What have we learnt from using real parallel machines to solve real problems?

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20 Quicksilver: a quasi-static compiler for Java

Mauricio Serrano, Rajesh Bordawekar, Sam Midkiff, Manish Gupta

October 2000 **ACM SIGPLAN Notices , Proceedings of the 15th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 35 Issue 10

Full text available:  pdf(748.42 KB)

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This paper presents the design and implementation of the Quicksilver¹ quasi-static compiler for Java. Quasi-static compilation is a new approach that combines the benefits of static and dynamic compilation, while maintaining compliance with the Java standard, including support of its dynamic features. A quasi-static compiler relies on the generation and reuse of persistent code images to reduce the overhead of compilation during program execution, and to provide identical, testable an ...

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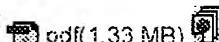

Nancy Baxter, David Hastings, Jane Hill, Peter Martin, Robert Paul

February 1990 **ACM SIGCSE Bulletin, Proceedings of the twenty-first SIGCSE technical symposium on Computer science education**, Volume 22 Issue 1Full text available: [pdf\(321.62 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
22 [Design components: toward software composition at the design level](#)


Rudolf K. Keller, Reinhard Schauer

April 1998 **Proceedings of the 20th international conference on Software engineering**

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23 [The case for services over cascaded networks](#)


Anthony D. Joseph, B. R. Badrinath, Randy H. Katz

October 1998 **Proceedings of the 1st ACM international workshop on Wireless mobile multimedia**Full text available: [pdf\(1.08 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)[Publisher Site](#)
24 [Scheduling with implicit information in distributed systems](#)


Andrea C. Arpaci-Dusseau, David E. Culler, Alan M. Mainwaring

June 1998 **ACM SIGMETRICS Performance Evaluation Review, Proceedings of the 1998 ACM SIGMETRICS joint international conference on Measurement and modeling of computer systems**, Volume 26 Issue 1Full text available: [pdf\(1.63 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Implicit coscheduling is a distributed algorithm for time-sharing communicating processes in a cluster of workstations. By observing and reacting to implicit information, local schedulers in the system make independent decisions that dynamically coordinate the scheduling of communicating processes. The principal mechanism involved is *two-phase spin-blocking*: a process waiting for a message response spins for some amount of time, and then

relinquishes the processor if the response d ...

25 The new crop of Java virtual machines (panel)

Lars Bak, John Duimovich, Jesse Fang, Scott Meyer, David Ungar

October 1998 **ACM SIGPLAN Notices , Proceedings of the 13th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 33 Issue 10

Full text available:  pdf(399.37 KB) Additional Information: [full citation](#), [citations](#), [index terms](#)



26 The design, implementation and evaluation of SMART: a scheduler for multimedia applications

Jason Nieh, Monica S. Lam

October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles**, Volume 31 Issue 5

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27 Targeting GNAT to the Java virtual machine

Cyrille Comar, Gary Dismukes, Franco Gasperoni

November 1997 **Proceedings of the conference on TRI-Ada '97**

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28 Split objects: a disciplined use of delegation within objects

Daniel Bardou, Christophe Dony

October 1996 **ACM SIGPLAN Notices , Proceedings of the 11th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 31 Issue 10

Full text available:  pdf(1.96 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



This paper's primary aim is to improve the understanding of the delegation mechanism as defined in [18]. We propose a new characterization of delegation based on the notions of name sharing, property sharing and value sharing. It allows us (1) to clearly differentiate delegation from class-inheritance in particular and more generally from other inheritance mechanisms and (2) to explain how a founded use of delegation relies on a correct semantics of variable property sharing between objects conn ...

29 Code reuse in an optimizing compiler

Ali-Reza Adl-Tabatabai, Thomas Gross, Guei-Yuan Lueh

October 1996 **ACM SIGPLAN Notices , Proceedings of the 11th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 31 Issue 10

Full text available:  pdf(1.97 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



This paper describes how the cmcc compiler reuses code---both internally (reuse between different modules) and externally (reuse between versions for different target machines). The key to reuse are the application frameworks developed for global data-flow analysis, code generation, instruction scheduling, and register allocation. The code produced by cmcc is as good as the code produced by the native compilers for the MIPS and SPARC, although significantly less resources have been spent on cmcc ...

30 Navigation issues in hypertext: documenting complex hierarchies with HTML frames

Michael Priestley

October 1997 Proceedings of the 15th annual international conference on Computer documentationFull text available:  [pdf\(1.35 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**31 Integrating constraints in complex objects**

C. Oussalah, V. Puig

November 1996 Proceedings of the fifth international conference on Information and knowledge managementFull text available:  [pdf\(932.95 KB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**32 Goal-oriented buffer management revisited**

Kurt P. Brown, Michael J. Carey, Miron Livny

June 1996 ACM SIGMOD Record , Proceedings of the 1996 ACM SIGMOD international conference on Management of data, Volume 25 Issue 2Full text available:  [pdf\(1.56 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we revisit the problem of achieving multi-class workload response time goals by automatically adjusting the buffer memory allocations of each workload class. We discuss the virtues and limitations of previous work with respect to a set of criteria we lay out for judging the success of any goal-oriented resource allocation algorithm. We then introduce the concept of *hit rate concavity* and develop a new goal-oriented buffer allocation algorithm, called *Class Fencing*, th ...

33 Batch class process scheduler for Unix SVR4

Jan Braams

May 1995 ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1995 ACM SIGMETRICS joint international conference on Measurement and modeling of computer systems, Volume 23 Issue 1Full text available:  [pdf\(241.01 KB\)](#)Additional Information: [full citation](#), [index terms](#)**34 The DIAMOND security policy for object-oriented databases**

Linda M. Null, Johnny Wong

March 1992 Proceedings of the 1992 ACM/SIGAPP symposium on Applied computing: technological challenges of the 1990'sFull text available:  [pdf\(780.49 KB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**35 Concurrency annotations for reusable software**

Klaus-Peter Lohr

September 1993 Communications of the ACM, Volume 36 Issue 9Full text available:  [pdf\(3.56 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**Keywords:** concurrency annotations, concurrent object-oriented programming

36 Comparison of hardware and software cache coherence schemes

Sarita V. Adve, Vikram S. Adve, Mark D. Hill, Mary K. Vernon

April 1991 **ACM SIGARCH Computer Architecture News , Proceedings of the 18th annual international symposium on Computer architecture**, Volume 19 Issue 3Full text available: [pdf\(1.22 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**37 Phoenix architecture**

John Roder

June 1978 **ACM SIGDA Newsletter**, Volume 8 Issue 2Full text available: [pdf\(472.15 KB\)](#) Additional Information: [full citation](#), [abstract](#)

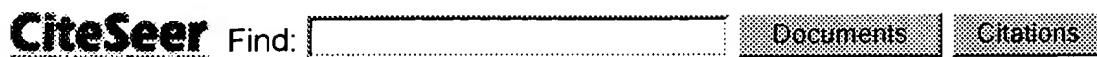
Multiprogramming and multitasking programming concepts are familiar to most of us. In a multiprogrammed arrangement several "user programs" can share the use of a single computer in a time sharing mode. An executive program provides the time slices to the "user programs" by activating and deactivating them according to some schedule. When multitasking is added to this arrangement, a "user program" may have several incarnations and the executive provides time slices to the incarnations of the use ...

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[Systematic Realisation of Control Flow Analyses for CML](#) - Gasser, Nielson, Nielson (1997) (Correct)
 (10 citations)

parallel threads that communicate via first **class shared** locations, and they present a 0-CFA like
www.daimi.au.dk/~fn/Papers/GNN97cml.ps

[Concurrent Programming with Shared Objects in Networked..](#) - Hartley, Sunderam (1993) (Correct) (8 citations)

and by inheriting attributes of the DoPVM **class shared**, the programmer may build custom data
 /inheriting attributes from {system defined **class shared** public: pvm_int x[100]constructing
 phase.etc.go.jp/parallel/environments/pvm3/emory-vss/dopvm.ps.Z}

[The Object Binary Interface - C++ Objects for Evolvable..](#) - Goldstein, Sloane (1994) (Correct) (6 citations)

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swt-www.informatik.uni-hamburg.de/~1friedri/sv/references/Evolvable_Shared_Class_Libraries.ps.gz

[Static Conflict Analysis for Multi-Threaded Object-Oriented..](#) - von Praun, Gross (2003) (Correct) (2 citations)

sparse program instrumentations for dynamic **class Shared** {int i Shared (i =0 20) class
 with two threads that both access an object of **class Shared**. We use this example to illustrate how OUGs
 method Example:main. B. The object g10 of **class Shared** is created and initialized. Allocation and
www.ist.inf.ethz.ch/research/publications./publications/PLDI_2003/PLDI_2003.ps.gz

[Predictable Management of System Resources for Linux](#) - Mansoor Alicherry Gopinath (2001) (Correct)
 (1 citation)

in turn have higher priority than the time **shared class**. Scheduling is done based on this priority. So
 real time class, none of the system and time **shared class** processes are allowed to run. This model is
www.usenix.org/publications/library/proceedings/usenix01/freenix01/full_papers/alicherry/alicherry.ps

[Writing an Active Application for the ASP Execution..](#) - Phillips, Braden.. (2000) (Correct) (1 citation)

methods are allowed. Locks cannot be placed on **shared class** code between processes. Applications can
www.isi.edu/active-signal/ARP/DOCUMENTS/PPI.ps

[Designing Space in Virtual Environments for Aiding Wayfinding..](#) - Charitos (1997) (Correct) (1 citation)

Lynch's concept of landmark as identifying a **class shared** by any singular referent for thought, any
www.brunel.ac.uk/depts/mes/Research/Groups/vvr/vrsig97/postscript/028.ps.gz

[Unknown - Egf Ch Ji](#) (Correct)

of the fact that the type system supports **first-class, shared**, mutable references with strong updates. We
www.eecs.harvard.edu/%7Eamal/papers/linloc-tech rpt.pdf

[A Linear Language with Locations - Greg Morrisett Amal](#) (Correct)

of the fact that the type system supports **first-class, shared**, mutable references with strong updates. We
www.eecs.harvard.edu/%7Eamal/papers/linloc.pdf

[Negligent Class Loaders for Software Evolution - Yoshiki Sato And](#) (2004) (Correct)

barrier makes it difficult to include a copy of a **shared class** in every component. If two components share a
 should be able to include a copy of that **shared class** since an ideal component should contain all
www.csg.is.titech.ac.jp/paper/yoshiki-ecoop-ram-se2004.pdf

[Static Conflict Analysis for - Multi-Threaded Object-Oriented..](#) (Correct)

program instrumentations for dynamic 2 **class Shared** {int i Shared (i =0 20) class
 with two threads that both access an object of **class Shared**. We use this example to illustrate how OUGs

method Example:main. B. The object g10 of class Shared is created and initialized. Allocation and pag.lcs.mit.edu/reading-group/prau03conflict.ps

Type-Based Information Flow Analysis for the Pi-Calculus - Kobayashi (2003) (Correct)
primitives can be expressed in terms of **shared** memory primitives by using, for example, or not. Since synchronization algorithms based on **shared** memory primitives inspect the values of **shared** www.kb.cs.titech.ac.jp/~kobayasi/papers/ilflow-pi.ps.gz

Facilitating - Successful Online Computing (Correct)

the natural reticence of students to post in **shared class** spaces. In computing courses an additional that students are reticent about posting in **shared class** spaces-perhaps because they lack the crpit.com/confpapers/CRPITV30Young.pdf

Using a Taxonomy Tool to Identify Changes in OO Software - Clarke, Malloy, Gibson (2003) (Correct)
how criteria such as types, accessibility, **shared class** data, deferred features, dynamic binding, the attribute. Static -if the attribute is **shared class** data. Family NA -represents no class www.cs.may.ie/~pgibson/Postscripts/CSMR2003.ps

Overview of Recent Supercomputers - van der Steen (1997) (Correct)

are described according to their architectural **class**. **Shared**- and distributed memory SIMD- and MIMD www.euroben.nl/reports/overview94.ps.gz

Knowledge Sources for Word Sense Disambiguation - Agirre, Martinez (Correct)

in "The chair and the table were missing" the **shared class** in the taxonomy with table can be used to ixa.si.ehu.es/dokument/Artikulu/01tsd.pdf

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